



RULES

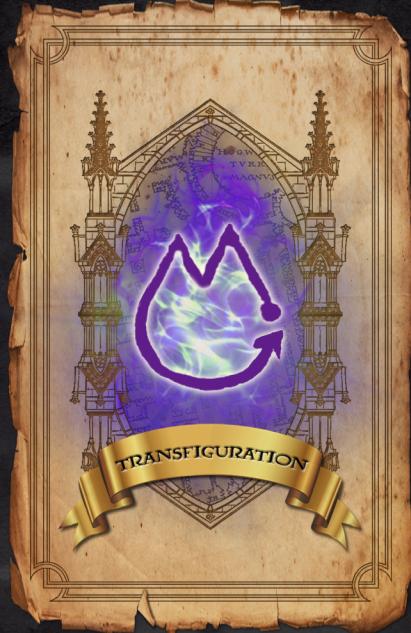
At the start of the game, shuffle the Transfiguration deck and place it off to the side of the board.

Whenever you are instructed to become a Ferret, draw the top card from the deck instead.

Instead of automatically becoming a Ferret, you are now transfigured into the animal stated on the card you have drawn.

Inspired by the Transformations Deck for Talisman 2nd Edition by Duane R. Haut II, which is available for download in the Archived Sites section of Talisman Island.

TRANSFIGURATION



TOAD

1. You are transfigured for 3 turns.
2. Leave all of your Objects, Followers, and Galleons on the space you were cursed on.
3. While transfigured you have 1 Magic, 1 Might, and can move one space. You retain your Character's Life and Fate tokens.
4. You cannot use the Magic or Might of your Character. You may keep your spells, but you cannot perform or gain more.
5. When you return to normal, your Character will be as before, minus all items lost while transfigured.

• TRANSFIGURATION •

RAT

1. You are transfigured for 2 turns.
2. Leave all of your Objects, Followers, and Galleons on the space you were cursed on.
3. While transfigured you have 0 Magic, 1 Might, and can move one space. You retain your Character's Life and Fate tokens.
4. You cannot use the Magic or Might of your Character. You may keep your spells, but you cannot perform or gain more.
5. When you return to normal, your Character will be as before, minus all items lost while transfigured.

• TRANSFIGURATION •

SQUIRREL

1. You are transfigured for 2 turns.
2. Leave all of your Objects, Followers, and Galleons on the space you were cursed on.
3. While transfigured you have 1 Magic, 0 Might, and can move one space. You retain your Character's Life and Fate tokens.
4. You cannot use the Magic or Might of your Character. You may keep your spells, but you cannot perform or gain more.
5. When you return to normal, your Character will be as before, minus all items lost while transfigured.

• TRANSFIGURATION •

FERRET

1. You are transfigured for 2 turns.
2. Leave all of your Objects, Followers, and Galleons on the space you were cursed on.
3. While transfigured you have 1 Magic, 1 Might, and can move one space. You retain your Character's Life and Fate tokens.
4. You cannot use the Magic or Might of your Character. You may keep your spells, but you cannot perform or gain more.
5. When you return to normal, your Character will be as before, minus all items lost while transfigured.

• TRANSFIGURATION •



RABBIT

1. You are transfigured for 2 turns.
2. Leave all of your Objects, Followers, and Galleons on the space you were cursed on.
3. While transfigured you have 1 Magic, 1 Might, and can move as normal. You retain your Character's Life and Fate tokens.
4. You cannot use the Magic or Might of your Character. You may keep your spells, but you cannot perform or gain more.
5. When you return to normal, your Character will be as before, minus all items lost while transfigured.

• TRANSFIGURATION •

CAT

1. You are transfigured for 2 turns.
2. Leave all of your Objects, Followers, and Galleons on the space you were cursed on.
3. While transfigured you have 2 Magic, 1 Might, and can move as normal. You retain your Character's Life and Fate tokens.
4. You cannot use the Magic or Might of your Character. You may keep your spells, but you cannot perform or gain more.
5. When you return to normal, your Character will be as before, minus all items lost while transfigured.

• TRANSFIGURATION •

BADGER

1. You are transfigured for 2 turns.
2. Leave all of your Objects, Followers, and Galleons on the space you were cursed on.
3. While transfigured you have 1 Magic, 2 Might, and can move as normal. You retain your Character's Life and Fate tokens.
4. You cannot use the Magic or Might of your Character. You may keep your spells, but you cannot perform or gain more.
5. When you return to normal, your Character will be as before, minus all items lost while transfigured.

• TRANSFIGURATION •

FOX

1. You are transfigured for 2 turns.
2. Leave all of your Objects, Followers, and Galleons on the space you were cursed on.
3. While transfigured you have 2 Magic, 2 Might, and can move as normal. You retain your Character's Life and Fate tokens.
4. You cannot use the Magic or Might of your Character. You may keep your spells, but you cannot perform or gain more.
5. When you return to normal, your Character will be as before, minus all items lost while transfigured.

• TRANSFIGURATION •